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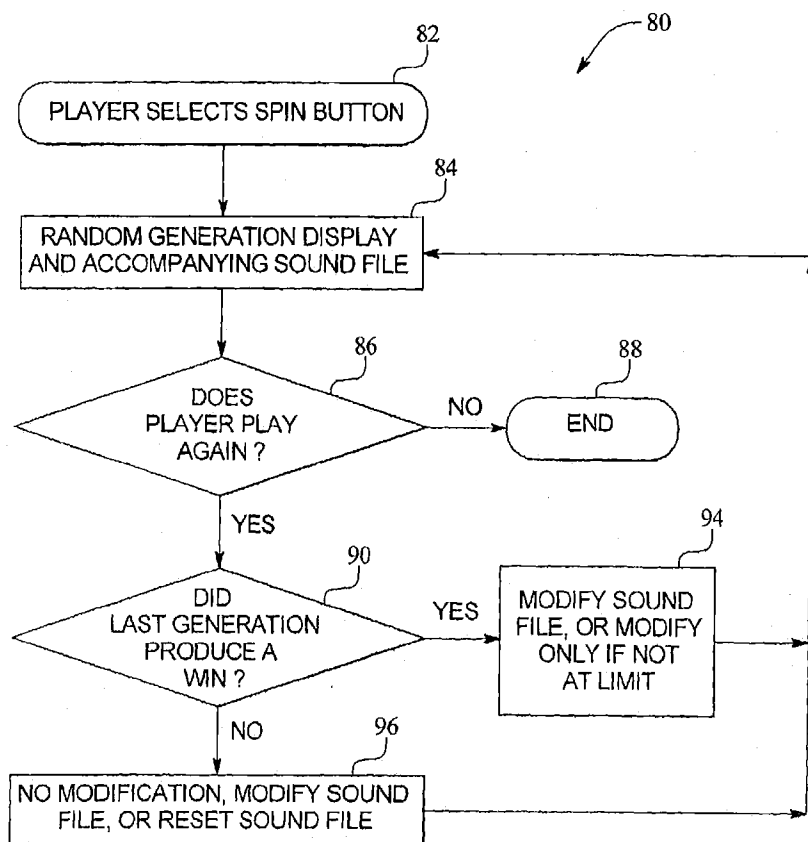
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- (71) Applicant: IGT [US/US]; 9295 Prototype Drive, Reno, NV 89521 (US).
- (72) Inventors: **HECHT, William, L.**; 15455 Tuxon Way, Reno, NV 89511 (US). **LANDRUM, Kristopher, E.**; 1472 Geln Eagles Road, South Lake Tahoe, CA 96150 (US).
- (74) Agent: **MASIA, Adam, H.**; Bell, Boyd & Lloyd LLC, P.O. Box 1135, Chicago, IL 60690-1135 (US).
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(54) Title: GAMING DEVICE HAVING MODIFIED REEL SPIN SOUNDS TO HIGHLIGHT AND ENHANCE POSITIVE PLAYER OUTCOMES



(57) Abstract: An apparatus and method by which sound files may be modified within a gaming device to coincide with one or more game events. In one embodiment, a sound file is played in a first manner when the previous spin of slot machine reels does not produce a win for the player. The sound file is played in a second manner, however, if the previous reel spin does produce a win. In another embodiment, a sound file is played in a first manner when the current reel spin does not produce a win. The sound file is modified in mid-play, however, if the current reel spin does produce a win. In a further embodiment, the sound file is modified differently in mid-play if the current reel spin does not produce a win.



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SPECIFICATION

TITLE OF THE INVENTION

“GAMING DEVICE HAVING MODIFIED REEL SPIN SOUNDS TO HIGHLIGHT AND ENHANCE POSITIVE PLAYER OUTCOMES”

5

BACKGROUND OF THE INVENTION

The present invention relates to gaming devices having accompanying sounds or music. More particularly, the present invention relates to gaming device music or sounds that may be adapted to fit various musical contexts that occur during play of the gaming device.

Gaming device manufacturers provide slot machines employing a plurality of reels, wherein the reels each have a plurality of symbols. In these games, the player spins the reels, which produce a random generation of a combination of symbols. If the generated combination, or a portion of the combination, matches one of a number of predetermined award producing or winning combinations, the player receives an award. The award is commonly one or more credits that the player can play or redeem for money.

Gaming device manufactures also provide video poker games that generate credits for the player. The player can either use the awarded credits to play more poker hands or redeem the credits for money. These examples as well as many other types of gaming machines award credits to the player.

To increase player enjoyment and excitement, and to increase the popularity of the gaming machines, gaming device manufacturers constantly strive to provide players with new features that add to the excitement and enjoyment generated by the gaming device. It is common for gaming machines to play or produce sounds or music that accompanies the gaming event and is in accordance with the theme of the gaming machine. Such sounds or music may be played at various points throughout the above described games.

In slot machines, for example, the game typically plays music while the reels spin (i.e., while the reels are producing a winning or losing outcome for the player). Because this is an exciting time for the player, it is an opportune time to produce or play sounds and music. Very often the music follows a theme of the gaming device. For example, if the theme of the gaming device is surfing, the

gaming device can play beach music and sounds associated with surfing, such as ocean waves, etc.

Besides reel spins, the gaming device can associate sounds with other gaming events. One well known sound that gaming devices employ is the
5 paytone or credit roll-up sound. The paytone is the "ding", "ding", "ding" sound, which the gaming device plays when downloading an amount of credits to the player after a gaming device win. The paytone loosely emulates the sound of a coin or token hitting the coin payout tray upon a cash out by the player.

It should be appreciated that music and sounds play an important role in
10 gaming devices in both entertaining and informing the player. The sounds and music also help to create a mood or tempo surrounding a particular game event or an overall feel for the gaming device. As gaming devices become more intricate and as the competition to produce the most fun and entertaining games stiffens, sounds and in particular interactive sounds will play an ever increasing
15 roll in gaming devices. It is therefore desirable to provide an apparatus and a method for using the apparatus, wherein certain sounds or music stored in the gaming device may be readily adapted to fit a particular game setting or a particular musical accompaniment.

SUMMARY OF THE INVENTION

20 The present invention provides an apparatus and method by which sound files may be modified within a gaming device to: (i) coincide with one or more other sound files; (ii) coincide with one or more game events; or (iii) to produce a melody or song. The gaming device includes one or more processors and memory storage devices that employ a sound card to play
25 music and sound effects through one or more speakers. The sound card stores sound files having truly synthesized sounds or true sound recordings. The output sample rate of one or more sound files is changed to produce a sound having a higher or lower pitch.

Known gaming devices play sound files at a specified rate. The gaming
30 device of the present invention can play sound files at various rates. Playing sound files at various rates also varies the duration of the sound file. The tempo of a musical fragment or section also increases or decreases as the pitch shifts up or down. The gaming device can thereby play sound files at various pitches,

tempos and for varying time periods. The gaming device achieves the various pitches, tempos and time periods by changing the rate of at which the gaming device plays the sound file. As used herein, a change in pitch is referred to as a "pitch-shift" and a sound file played at a different rate is referred to as a "pitch-shifted" sound or sound file.

The gaming device may employ the pitch-shifted sounds in a variety of different ways. In one embodiment, the gaming device pitch-shifts one or more sound files based on one or more other sound files. For example, the gaming device can modify the sound of a paytone in accordance with concurrently playing background music. That is, the gaming device pitch-shifts a sound file so that it is musically compatible with another sound file. The gaming device in another example pitch-shifts one sound file so that it has a duration and/or tempo that makes musical sense with the duration or timing of another sound file.

In another embodiment, the gaming device pitch-shifts one or more sound files based on one or more gaming device events or states. For example, the gaming device can modify background music to last the length of a reel spin. Or, the gaming device can pitch-shift a pitch or key of one sound based on a particular player input. That is, one input causes the gaming device to play the file at one pitch, while another input causes the file to be played at another pitch. That is, the gaming device in another example pitch-shifts a sound file so that it has a duration that makes sense with the duration of the gaming device event.

In a further embodiment, the gaming device pieces together one or more pitch-shifted and/or unchanged sound files to produce a melody. For example, the gaming device can string together one or more pitch-shifts of a trumpet file to play different pitches or tones to form a melody or song. In this manner, a melody can be constructed from a single sound file. That is, the sound can be pitch-shifted in different amounts to produce different pitches or notes. Other pitch-shifted sound file melodies can be so constructed and played concurrently or sequentially to produce an entire song using a single sound file for each instrument.

In another embodiment of the present invention, a sound file is modified based on a gaming device event. For example, a sound file can be played in a first manner when the previous spin of slot machine reels does not produce a win or positive outcome for the player. The sound file is played in a second manner, however, if the previous reel spin does produce a win for the player. In one embodiment, the pitch of the sound file is changed or raised. If the player wins again, the pitch of the sound file is raised again, and so on. In this manner, the gaming device tends to build excitement as the player wins. If the player does not win on a particular spin, the sound file is reset to an initial pitch or lowers in pitch according to a predetermined schedule. It should also be appreciated that in this embodiment, the change could be based on whether a plurality of events occur such as based on whether a plurality of recent outcome are positive instead of just one recent outcome. In this manner, for example, the tempo of the music can increase base on a series of positive outcomes or a designated number of outcomes in a plurality of outcomes.

The processor controlled gaming device is able to randomly determine the player's outcome before the reels actually come to a stop. This enables another embodiment of the present invention, wherein the gaming device modulates the sound file in mid-play. For example, the sound file is left unmodified if the random generation does not result in a win. The sound file is modified, however, at some point after the gaming device determines a win for the player. Alternatively, the sound file is also modified at some point after the gaming device determines that the player does not win. For example, the gaming device raises the key of the sound file in mid-play if the player wins and lowers the key of the sound file in mid-play if the player does not win. Any of these embodiments may be cumulative so that the sound file starts at a higher key after a win or at a lower or reset key after the player loses.

In one embodiment, the gaming device extends the playing time of the sound file to accommodate the modification in pitch. In another embodiment, the modification is the playing time of the sound file, wherein the file play is extended after a player win determination, but not after a player no win determination. In a further alternative embodiment, the modification includes a change in the volume at which the sound file is played. Moreover, the

modulation can include a change in the tempo at which the sound file is played or a combination of any of the above-mentioned types of modifications. For example, the gaming device can raise the volume of the sound file in mid-play if the player wins and lower the volume of the sound file in mid-play if the player
5 does not win.

It should be appreciated that the modifications of the sounds are not limited to a modification of reel spin sounds and credit rollup sounds. The modifications of the sounds could be applied in accordance with the present invention to any suitable sound or musical accompaniment of game play.

10 It is therefore an advantage of the present invention to provide a gaming device that pitch-shifts a sound file.

Another advantage of the present invention is to provide a gaming device that pitch-shifts a sound file to provide a different tempo and duration based on another sound file to play the pitch-shifted file for a desired duration.

15 Still another advantage of the present invention is to provide a gaming device that pitch-shifts a sound file one or more times and plays the pitch-shifted files to produce a desired melody.

Moreover, an advantage of the present invention is to provide a method of saving memory in sound files of a gaming device.

20 Still further, an advantage of the present invention is to provide a method of modifying a melody of a true sound recording without having to rerecord one or more instruments.

Additionally, it is an advantage of the present invention to modify a sound file in terms of its key, playing time, tempo and volume based on a former or
25 current gaming device event.

Additional features and advantages of the present invention are described in, and will be apparent from, the following Detailed Description of the Invention and the figures.

BRIEF DESCRIPTION OF THE FIGURES

30 Figs. 1A and 1B are perspective views of alternative embodiments of the gaming device of the present invention.

Fig. 2 is a schematic diagram of the electronic configuration of one embodiment of the gaming device of the present invention.

Fig. 3 is a schematic diagram of the electronic configuration of one embodiment of the gaming device of the present invention showing a sound card having a plurality of wave files.

Fig. 4 is a schematic block diagram of one embodiment of the present invention, wherein a sound file is modified based on the outcome of a previous random generation display.

Fig. 5 is a schematic block diagram of one embodiment of the present invention, wherein a sound file is modified based on the outcome of a current random generation.

10 DETAILED DESCRIPTION OF THE INVENTION

Gaming Device and Electronics

Referring now to the drawings, and in particular to Figs. 1A and 1B, gaming device 10a and gaming device 10b illustrate two possible cabinet styles and display arrangements and are collectively referred to herein as gaming device 10. The gaming device of the present invention has the controls, displays and features of a conventional gaming machine. The player may operate the gaming device while standing or sitting. Gaming device 10 also includes being a pub-style or table-top game (not shown), which a player operates while sitting.

20 The base games of the gaming device 10 may include slot, poker, blackjack or keno, among others. The gaming device 10 may also embody any bonus triggering events, bonus games as well as any progressive game coordinating with these base games. The symbols and indicia used for any of the base, bonus and progressive games include mechanical, electronic, 25 electrical or video symbols and indicia.

The gaming device 10 preferably includes monetary input devices. Figs. 1A and 1B illustrate a coin slot 12 for coins or tokens and/or a payment acceptor 14 for cash money. The payment acceptor 14 also includes other devices for accepting payment, such as readers or validators for credit cards, debit cards or smart cards, tickets, notes, etc. When a player inserts money in gaming device 10, a number of credits corresponding to the amount deposited is shown in a credit display 16. After depositing the appropriate amount of money, a player can begin the game by pulling arm 18 or pushing play button 20. Play button 20

can be any play activator used by the player which starts any game or sequence of events in the gaming device.

As shown in Figs. 1A and 1B, gaming device 10 also includes a bet display 22 and a bet one button 24. The player places a bet by pushing the bet one button 24. The player can increase the bet by one credit each time the player pushes the bet one button 24. When the player pushes the bet one button 24, the number of credits shown in the credit display 16 decreases by one, and the number of credits shown in the bet display 22 increases by one. A player may "cash out" by pushing a cash out button 26 to receive coins or tokens in the coin payout tray 28 or other forms of payment, such as an amount printed on a ticket or credited to a credit card, debit card or smart card. Well known ticket printing and card reading machines (not illustrated) are commercially available.

Gaming device 10 also includes one or more display devices. The embodiment shown in Fig. 1A includes a central display device 30, and the alternative embodiment shown in Fig. 1B includes a central display device 30 as well as an upper display device 32. The display devices display any visual representation or exhibition, including but not limited to movement of physical objects such as mechanical reels and wheels, dynamic lighting and video images. The display device includes any viewing surface such as glass, a video monitor or screen, a liquid crystal display or any other static or dynamic display mechanism. In a video poker, blackjack or other card gaming machine embodiment, the display device includes displaying one or more cards. In a keno embodiment, the display device includes displaying numbers.

The slot machine base game of gaming device 10 preferably displays a plurality of reels 34, preferably three to five reels 34, in mechanical or video form on one or more of the display devices. Each reel 34 displays a plurality of indicia such as bells, hearts, fruits, numbers, letters, bars or other images or symbols which preferably correspond to a theme associated with the gaming device 10. If the reels 34 are in video form, the display device displaying the video reels 34 is preferably a video monitor. Each gaming device 10 includes speakers 36 for making sounds or playing music as described below.

Referring now to Fig. 2, a general electronic configuration of the gaming device 10 preferably includes: a processor or central processing unit ("CPU") 38; a memory device 40 for storing program code or other data; a central display device 30; an upper display device 32; a sound card 42; a plurality of speakers 36; and one or more input devices 44. The processor 38 is preferably a microprocessor or microcontroller-based platform which is capable of displaying images, symbols and other indicia such as images of people, characters, places, things and faces of cards. The memory device 40 includes random access memory ("RAM") 46 for storing event data or other data generated or used during a particular game. The memory device 40 also includes read only memory ("ROM") 48 for storing program code, which controls the gaming device 10 so that it plays a particular game in accordance with applicable game rules and pay tables.

As illustrated in Fig. 2, the player preferably uses the input devices 44 to input signals into gaming device 10. In the slot machine base game, the input devices 44 include the pull arm 18, play button 20, the bet one button 24 and the cash out button 26. A touch screen 50 and touch screen controller 52 are connected to a video controller 54 and processor 38. The terms "computer" or "controller" are used herein to refer collectively to the processor 38, the memory device 40, the sound card 42, the touch screen controller and the video controller 54.

In certain instances, it is preferable to use a touch screen 50 and an associated touch screen controller 52 instead of a conventional video monitor display device. The touch screen enables a player to input decisions into the gaming device 10 by sending a discrete signal based on the area of the touch screen 50 that the player touches or presses. As further illustrated in Fig. 2, the processor 38 connects to the coin slot 12 or payment acceptor 14, whereby the processor 38 requires a player to deposit a certain amount of money in to start the game.

It should be appreciated that although a processor 38 and memory device 40 are preferable implementations of the present invention, the present invention also includes being implemented via one or more application-specific integrated circuits (ASIC's), one or more hard-wired devices, or one or more

mechanical devices (collectively and alternatively referred to herein as a "processor"). Furthermore, although the processor 38 and memory device 40 preferably reside in each gaming device 10 unit, the present invention includes providing some or all of their functions at a central location such as a network server for communication to a playing station such as over a local area network (LAN), wide area network (WAN), Internet connection, microwave link, and the like.

With reference to the slot machine base game of Figs. 1A and 1B, to operate the gaming device 10, the player inserts the appropriate amount of tokens or money in the coin slot 12 or the payment acceptor 14 and then pulls the arm 18 or pushes the play button 20. The reels 34 then begin to spin. Eventually, the reels 34 come to a stop. As long as the player has credits remaining, the player can spin the reels 34 again. Depending upon where the reels 34 stop, the player may or may not win additional credits.

In addition to winning base game credits, the gaming device 10, including any of the base games disclosed above, may also include one or more bonus games that give players the opportunity to win credits. The gaming device 10 may employ a video-based display device 30 or 32 for the bonus games. The bonus games include a program that automatically begins when the player achieves a qualifying condition in the base game.

In the slot machine embodiment, the qualifying condition may include a particular symbol or symbol combination generated on a display device. As illustrated in the five reel slot game shown in Figs. 1A and 1B, the qualifying condition includes the number seven appearing on, e.g., three adjacent reels 34 along a payline 56. It should be appreciated that the gaming device may include one or more paylines, such as payline 56, wherein the paylines can be horizontal, diagonal or any combination thereof. An alternative scatter pay qualifying condition includes the number seven appearing on, e.g., three adjacent reels 34 but not necessarily along a payline 56, appearing on any different set of reels 34 three times or appearing anywhere on the display device the necessary number of times.

Referring now to Figure 3, a schematic diagram shows the interaction of the sound card 42, the processor or CPU 38, the memory device 40 and the

speakers 36 in more detail. Each of the sound card 42, the CPU 38 and the memory device 40 electronically communicate with one another through a bus 60. For reference, the coin slot 12 or bill acceptor 14, the central display device 30, the upper display device 32, one or more speakers 36 and one or more
5 input devices 44 are also illustrated.

Although the present invention is illustrated herein using the sound speakers 36, the present invention is equally applicable to any type of sound emitting device. As used in the claimed invention, the term "sound emitting device" includes the speakers 36 as well as any other type of device that is
10 capable of emitting sound. For example, sound emitting device also includes ultrasonic emitters.

In one embodiment, sound card 42 is an expansion board that enables the CPU 38 in coordination with a game program stored in memory device 40 to manipulate and output sounds. Sound card 42 enables the CPU 38 to output
15 sound through speakers 36 connected to the card 42. The sound card 42 also enables sounds to be recorded from a microphone (not illustrated) connected to the CPU 38 or to store prerecorded sound files. The sound card 42, as described in more detail below, also enables sound files to be manipulated.

Sound card 42 includes sound random access memory ("RAM") 62 which
20 includes a plurality of sound files 64a, 64b and 64c. Obviously, the sound card 42 can store many sound files and is not limited to the three shown here for purposes of illustration. The sound files include any type of sound file readable by the CPU 38. In one embodiment, sound files 64a to 64c are digital wave files of musical sound recordings and sound effect recordings.

25 In an alternative embodiment, sound files are stored on a sound chip, which may or may not be part of a sound card 42. Although the present invention is illustrated herein using the sound card, the present invention is equally applicable to any suitable type of sound storage medium. Thus, for the purposes of the describing the claimed invention, the term "sound storage
30 medium" includes the sound card 42, a sound chip or any other type of device that enables sound to be stored, recalled and played. The sound card 42 is also any device capable of reading sound files from the storage medium and converting the sounds into a form ultimately usable by the sound emitting

device.

Typically, the quality of a sound file depends on the sampling rate and the bit depth or number of bits used to record the file. The sampling rate is the number of times per second that a snapshot of the sound is taken during its recording. For musical sound recordings, the sound files 64a to 64c in one embodiment have been recorded at about 44,000 Hz or 44,000 samples per second. Lower sampling rates cut off the higher and lower frequencies that are typical in music files. Acceptable sound effect recordings, e.g., voice, paytones or other "ding" type sounds, can be recorded at sampling rates as low as 8,000 Hz.

The bit depth is the number of digital ones and zeros used to record the sound files 64a, 64b and 64c. As is well known in the art of sound recording, the more bits per file, the more accurately the files 64a, 64b and 64c can be reproduced. Equipment using eight-bit sampling can be used to produce sound files 64a, 64b and 64c. In a preferred embodiment, the equipment uses 16-bit sampling or better.

The sound card 42 includes a sound processor 66 which drives a mixer 68 and a digital to analog converter 70. Mixer 68 enables the sound processor 66 to vary the volume of the sound recordings. The digital to analog converter 70 converts the digital sound files 64a to 64c to analog signals suitable for the speakers 36 to amplify into desired sounds. As discussed below, the sound processor 66 also enables the sound files 64a to 64c to be sampled at various rates, so that the files are outputted to the speakers at a desired pitch or for a desired duration of time.

Fig. 3 also illustrates that the game ROM 48 of the memory device 40 includes game code 72, i.e., a game program, and music code 74. Game code 72 includes the instructions that control the gaming device 10 to play a particular game in accordance with applicable game rules and pay tables. The music code 74 includes a set of instructions that the CPU 38 uses to determine the type, duration, and volume of the files 64a to 64c to be played. In an embodiment, the music code 74 is a commercially available code such as music instrument digital interface (MIDI).

The RAM 46 includes game state data 76. The game state data 76 is data generated by the CPU 38 when a sound-causing event occurs in a game. As discussed below, any predetermined event can be a sound-causing event. Sound-causing events of the present invention include the initiation or triggering
5 of a primary or bonus game; any type of loss or accumulation of credits; a credit roll-up; an award of a jackpot; any type of random generation event, such as the spin of the reels 34 (Figs. 1A and 1B), the generation of a number of poker or blackjack cards or numbers for keno; a winning, losing or push outcome; or a display designed to attract a play to play gaming device 10, etc.

10 Sound-causing events also occur upon a player's selection of an electromechanical input device 44 or an input device that is an area of the touch screen 50. The inputs include any type of decision made by the player in a primary or secondary game of the gaming device 10. The inputs include any type of wagering input such as a selection of the play button 20, the bet one
15 button 24, the cash out button 26, max line or max bet buttons (not illustrated), etc. In one embodiment, each sound-causing event is associated with its own game state data 140 which includes flag data. The flag data directs the CPU 38 to make a particular sound file change.

Thus, upon a sound causing event, CPU 38 selects one or more sound
20 files 64a to 64c. In accordance with the game code 72 and the music code 74 of the present invention, the sound processor 66 acts to pitch-shift one or more of the sound files 64a to 64c that have been selected by the CPU 38 to be played from one or more speakers 36.

The sound card 42 of the present invention can translate the digital
25 sound files 64a to 64c into analog sounds using a variety of techniques. In one embodiment, the sound card 42 uses frequency modulation or FM synthesis. FM synthesis mimics different musical instruments according to mathematical formulas built into the sound card 42. The electronics of the sound card 42 produces combinations of waveforms that approximate the sounds of different
30 instruments. That is, the sounds are synthetic. Because the sounds are simulated, they are readily pitch-shifted to produce a desired pitch or to be played for a desired duration of time. FM synthesis enables a plurality of sounds to be played and/or pitch-shifted concurrently or sequentially.

In another embodiment, the sound card 42 uses wave table synthesis. In this embodiment, the digital sound files 64a to 64c are recordings of actual instruments or sound effects. A real piano, for example, is recorded, wherein a small sample based on the recording is stored as one of the sound files 64a to 64c on the sound card 42. Thus when the game code 72 and music code 74 cause the sound card 42 to play a tuba sound, the speakers 36 emit the sound of an actual tuba.

The sound files 64a to 64c store digital samples of sound from any type of instrument, sound effect device, voice or from any other desired sound producing device. The sound processor 66 of the sound card 42 can thereafter combine, edit, pitch-shift speed-up, slow-down, enhance and reproduce one or more of the sounds through the speakers 36. In an embodiment, gaming device 10 can play up to 32 different instruments or sound effects at one time or in a specified sequence.

The present invention includes employing one of the synthesizing methods above to produce a desired pitch-shifted sound, wherein the method plays a sound file 64a to 64c at a faster or slower speed than the speed at which it has been recorded. The resulting pitch-shifted sound file has a different pitch and plays for a different amount of time than would the unchanged sound file. For example, one of the sound files 64a to 64c may include the sound of a trumpet playing at a particular pitch or note for a particular amount of time. When the sound card 42 speeds the play of the sound file up, the pitch of the trumpet raises and the duration of the sound shortens. Conversely, when the sound card 42 slows the play of sound file down, the pitch of the trumpet lowers and the duration of the sound lengthens.

In one embodiment, the sound card 42 pitch-shifts the sound files by changing or modifying the sample rate at which the processor 66 outputs the file. Increasing the sample rate speeds up the output of the sound file and likewise increases its pitch. Decreasing the sample rate slows down the output of the sound file and thereby decreases its pitch. Although the processor 66 can pitch-shift the output speed of a file by any desired factor, when the sound file 64a to 64c stores music, the factor preferably makes musical sense. For instance, doubling the speed of a musical sound file raises its pitch an entire

octave and likewise cuts its duration in half.

The smallest factor by which the processor 66 pitch-shifts the musical sound file is preferably that which produces the smallest musical interval, i.e., a half-step. There are twelve half-steps in an octave. To raise or lower the pitch of a musical sound file a single half-step, the processor pitch-shifts the sound file 64a to 64c by a factor of $2^{1/12}$ or 1.0595. To raise the pitch two half-steps, the sound file is pitch-shifted by a factor of 1.0595×1.0595 , and so on.

The present invention may be employed in a variety of ways and in a variety of scenarios. In one embodiment, the sound processor 66 pitch-shifts one or more sound files to match one or more other sound files. For example, a paytone file can be modified based on a background music file. That is, a paytone or credit roll-up sound may be recorded or stored at a particular pitch or key. If played unchanged, the sound card 42 plays the paytone at its recorded pitch and key. If the sound card 42 plays credit roll-up while simultaneously playing background music, the sound card 42 in one embodiment speeds up or slows down the paytone and increases or decreases its pitch or key accordingly to match fluctuations in pitch, key or mood of the background music. The paytone, which is used to provide game information to the player, i.e., to signal an award of game credits, thereby additionally becomes part of the background music.

In another example, the processor 66 pitch-shifts the sound file to alter the time duration of that sound file. For example, the background music file can be modified so that it only plays while paytones are played. The processor 66 pitch-shifts the background music file to coincide with shorter or longer credit roll-ups. Paytones generally coincide with the issuance of an increment of game credits. When the issuance stops, so do the paytones. Larger payouts therefore produce more paytones. The background music can therefore be pitch-shifted based on the size of the player's payout to match the duration of time of the corresponding paytones. In another illustration, one or more sound files may be pitch-shifted so that their play coincides with the play of background music during a reel spin.

Although the above examples illustrate concurrently played sound files, the processor 66 can alternatively play a pitch-shifted sound file sequentially

with the another sound file. For example, a pitch-shifted sound file can be played to fill in a time gap left between two other sound files. The two other sound files dictate the duration of the time gap and the processor pitch-shifts a sound file based on the time gap. Two or more pitch-shifted sound files may be
5 played concurrently or simultaneously. The two or more pitch-shifted sound files may be pitch-shifted based on the same sound file or different sound files.

In another embodiment, the sound processor 66 pitch-shifts one or more sound files based on a game event. For example, if a bonus game includes a mouse that "squeaks" upon a player's selection, the "squeak" file can be
10 modified and played whenever the player inputs a selection that causes an award to be issued. The pitch of a sound file can therefore be tied to particular inputs (e.g., the bet one button 24 yields a certain pitch while the cash out button 26 yields another). Any game event or sound-causing event listed above of the gaming device 10 can be set to yield a desired pitch for a selected sound
15 file 64a to 64c. The processor 66 alternatively raises or lowers the pitch of one or more files based on the intensity of a particular game, e.g., higher pitch if the stakes are high.

The processor 66 in another example changes the duration of the sound file based on a game event. In the credit roll-up example, the processor 66 can
20 pitch-shift the speed of the background music file based on the length of time that a display device displays the credit roll-up rather than on the length of time that gaming device 10 plays the paytones. Or, in the reel spin example, the processor 66 can pitch-shift one or more sound files to end when the reel spins end. As above, two or more pitch-shifted sound files may be played
25 concurrently or simultaneously, wherein the two or more pitch-shifted sound files may be pitch-shifted based on the same or different game event.

In a further embodiment, one or more sound files may be pitch-shifted one or more times and sequentially played to create a melody. The sound card 42 can take a single sound file 62a to 62c of, for instance, a trumpet and
30 sequentially pitch-shift the sound file to create a continuously playing trumpet solo. The sound card can add other solos to form an entire song using a single sound file of each instrument. The sound card 42 can further add in sound effects as desired.

Considering that sound files consume a considerable amount of memory, especially the wave table files, it may be advantageous to pitch shift files to desired pitches rather than store an entire melody. Further, since it may be impractical to obtain a musician to record a small yet desirable change on an instrument, the present invention provides a method for the gaming device 10 to provide a "synthesized", true sound recording of a melody.

Referring now to Fig. 4, one method 80 of the present invention is illustrated. Upon some gaming device event, such as the player pressing the play or spin button 20, the method 80 begins, as indicated by oval 82. The gaming device 10 performs a random generation and a display of same and plays an accompanying sound file, as indicated by block 84. Gaming device 10 in one embodiment is a slot machine as illustrated in Figs. 1A and 1B, wherein the random generation display is the spinning of the reels 34. It should be appreciated however that all of the above-mentioned types of gaming devices include random generations, such as the generation of a set of cards for blackjack and video poker games or the generation of a set of numbers for keno games.

After the random generation display and sound file are performed, gaming device 10 determines whether the player chooses to play again as indicated by diamond 86. The player can choose to play again by selecting again the play button 20. The player can choose not to play again by, for example, selecting the cash out button 26. If the player selects not to play again, gaming device 10 ends the method 80 and pays out any remaining credits to the player, as indicated by oval 88.

If the player does play again, gaming device 10 determines whether the previous random generation produced a win or positive outcome for the player as indicated by diamond 90. If the last random generation did produce a win, gaming device 10 modifies the sound file as indicated by block 94. In an alternative embodiment also indicated by block 94, gaming device 10 may establish a limit after which the gaming device no longer modifies the sound file, regardless of whether the previous random generation resulted in a gaming device win or positive outcome. That is, as illustrated by the looped method 80, in one embodiment the modification of the sound file is cumulative. As the

player continues to win, the sound file continues to be modified. In such a case, it may be desirable to set a limit so that, for example, the key of the sound file is changed only five times, wherein a limit is reached and the key of the sound file remains in the fifth key. The limit can also be stepped, for example, the sound
5 file remains in a first key for the consecutive wins, changes to a second key for three consecutive wins, changes to a third key for three consecutive wins, and so on.

The modification of the sound file includes one or more of a plurality of different types of modifications. One modification includes the change of the
10 key of the sound file as described above. Another modification includes a change in volume of the sound file. A further modification includes a change in tempo of the sound file. A still further modification of the sound file includes a change in length of playing time of the sound file. The modification may therefore include one, some or all of these individual modifications. Further,
15 when the sound file modification includes a plurality of different types of changes, the changes can occur simultaneously or sequentially. For example, the modification in an embodiment includes a change in key in addition to and simultaneous with a change of playing time. In another embodiment, the modification includes a change in key followed by a change in tempo.

20 If the last generation did not produce a win or positive outcome, as determined in connection with diamond 90, gaming device 10 does not modify the sound file as indicated by block 96. In this case, when the gaming device 10 displays the next random generation display as indicated by block 84, gaming device 10 plays the same sound file as in the previous random
25 generation display.

In an alternative embodiment, gaming device 10 does modify the sound file, as indicated by block 96, even though the last generation did not produce a win or positive outcome, as determined in connection with diamond 90. Gaming device 10 modifies the sound file differently than if the random generation
30 display does result in a win or positive outcome. In one example, gaming device 10 increases the key in which the sound file is played upon a reel spin win but decreases the key upon a reel spin loss. This embodiment includes increasing or decreasing the volume, increasing or decreasing the tempo, or

increasing or decreasing the length of playing time of the sound file.

The modification of the sound file in connection with a gaming device loss as indicated by block 96 can also be associated with a limit as described above. For example, gaming device 10 may lower the key in which the sound file is played consecutively after a number of losses to a point at which gaming device 10 no longer lowers the key.

In a third alternative embodiment, the sound file is reset, as indicated by block 96, when the last generation does not produce a win, as determined in connection with diamond 90. In this embodiment, the gaming device 10 resets the sound file to a home or start condition. The sound file is consecutively modified in connection with a gaming device win, as indicated by block 94, until the player does not win upon a random generation. At this point, gaming device 10 resets the sound file to the home or start condition as indicated by block 96. This embodiment differs from the previous in that the previous embodiment incrementally changes the sound file towards a home position, wherein this current embodiment resets the file.

The method 80 pertains to modifying a sound file that is to be played upon a next random generation. In a slot machine game, this means that the next reel spin will include the modified sound file. In an alternative embodiment illustrated in Fig. 5 by the method 120, the gaming device in an alternative embodiment modifies a sound file in mid-play. This embodiment is made possible by the fact that the computer-controlled gaming device has a processing speed that enables the processor 38 to very rapidly determine an outcome upon the player's selection of the play or spin button 20. For purposes of the present invention as described in Figs. 4 and 5, the determination of whether a win occurs may include different criteria. For example, a win could be any win along any active payline. However, with multi-payline slot machine games, for example a player may win on one or more active paylines but still lose credits if the wins do not cover the amount of the total wager. Thus, the methods 80 and 120 also define a "win" or "positive outcome" to mean having more credits at the end of the random generation display than when the player selects the spin button 20.

In the method 120, the player begins play as described above by selecting the play or spin button 20, as indicated by oval 122. The gaming device randomly determines an outcome while beginning the random generation display as indicated by 124. For example, the gaming device could
5 determine the player's win along one or more active paylines 56 while spinning a plurality of reels 34. The gaming device then determines whether the random generation results in a win, using one of the definitions described above, as indicated in connection with diamond 126. If the random determination results in a win, gaming device 10 modifies the sound file in mid-play as indicated by
10 block 128. The mid-play modification includes any of the above-described types of modifications or combinations thereof, including a change in key, a change in volume, a change in tempo, a change in musical style and/or a change in playing time.

If the random generation does not result in a win for the player as
15 determined in connection with diamond 126, gaming device 10 in an embodiment does not modify the sound file and therefore continues to play the same sound file throughout the remainder of the random generation display, as indicated by block 130. In this embodiment, the sound file is only modified in mid-play when the random generation results in a win for the player.

20 In an alternative embodiment, the gaming device modifies the sound file in mid-play when the random generation does not result in a win for the player. Here, as before, the mid-play modification mirrors that of the mid-play modification made when the random generation does result in a win for the player. As described above, this can include a decrease in key, wherein the key
25 is increased when the player does win. Alternatively, the sound file can be modified in mid-play to decrease in volume, decrease in tempo, or decrease in length of playing time when the random generation does not result in a win, as determined in connection with the step illustrated by diamond 126.

In certain embodiments, the mid-play modification extends the length of
30 time that the sound file is played. This extended length of time provides an opportunity to combine the extended sound file play with the credit roll-up. A credit roll-up is a common term for the accumulation of credits in the credit display 116, which occurs after a gaming device win. Thus, as indicated by

block 132, if the sound file is extended for a sufficient period of time, the file may also coincide the credit roll-up as well as the random generation display. For example, upon a gaming device win the sound file changes in mid-play to a higher key which continues after the reels stop and while the player's credit total
5 is increased in the credit display 16. Alternatively, the extended sound file plays for only a part of the roll-up.

If the player plays again as determined in connection with diamond 134, gaming device 10 randomly determines the player's outcome while beginning the play of a sound file as indicated by block 124. The method 20, as with the
10 method 80 is cumulative in an embodiment, wherein the sound file may begin in an increased key, tempo, musical style, etc. from the previous random generation.

In an alternative embodiment, the sound file resets to the original condition or level after each random generation or spin of the reels. The
15 method 120 also includes placing upper and lower limits on how many times the sound file can be modified in mid-play, so as to limit the changes when a number of consecutive wins or a number of consecutive losses occurs. If the player does not play again, as determined in connection with diamond 134 the gaming device employing the method 120 ends operation as indicated by oval
20 136.

It should be understood that various changes and modifications to the presently preferred embodiments described herein will be apparent to those skilled in the art. Such changes and modifications can be made without departing from the spirit and scope of the present invention and without
25 diminishing its intended advantages. It is therefore intended that such changes and modifications be covered by the appended claims.

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
a first random generation display;
5 a sound file played in association with the first random generation display;
a second random generation display; and
a modified version of the sound file played in association with the second random generation display if the first random generation display results in a
10 positive outcome for a player.
2. The gaming device of Claim 1, wherein the unmodified sound file is played in association with the second random generation display if the first random generation display does not result in a positive outcome for the player.
15
3. The gaming device of Claim 1, wherein the modified sound file includes a modification selected from the group consisting of: a change of key, a volume change, a playing time change, a musical style change, a tempo change and any combination thereof.
20
4. The gaming device of Claim 3, wherein at least two of the key change, the volume change, the playing time change and the tempo change are made sequentially.
- 25 5. The gaming device of Claim 1, wherein the modified version is a first modified version and wherein sound file is played in a second modified version in association with the second random generation display if the first random generation display does not result in a positive outcome for a player.
- 30 6. The gaming device of Claim 5, wherein the first modified version is selected from the group consisting of: a raise in key, a volume increase, a playing time increase, a tempo increase and any combination thereof, and wherein the second modified version is selected from the group consisting of: a

lowering in key, a volume decrease, a playing time decrease, a tempo decrease and any combination thereof.

7. The gaming device of Claim 1, wherein the modified version is a first modified version and wherein sound file is played in a second modified version in association with a third random generation display if the first and second random generation displays both result in a positive outcome for a player.

8. The gaming device of Claim 1, which includes a third random generation display, and wherein the unmodified sound file is played in association with the third random generation display if neither of the first and second random generation displays results in a positive outcome for a player.

9. The gaming device of Claim 1, which includes a third random generation display, and wherein the unmodified sound file is played in association with the third random generation display if the first but not the second random generation displays results in a positive outcome for a player.

10. The gaming device of Claim 1, wherein the first and second random generation displays include a reel spin.

11. A gaming device comprising:
a plurality of random generation displays;
a sound file played in association with each random generation display that does not result in a positive outcome for the player; and
a modified version of the sound file played in association with at least one of the random generation displays that result in a positive outcome for the player.

12. The gaming of device of Claim 11, which includes a plurality of modified versions of the sound file played in association with a plurality of random generation displays that result in a positive outcome for the player.

13. A gaming device comprising:
a random generation display;
a sound file played in association with at least part of the random generation display; and
5 a modified version of the sound file played in association with part of the random generation display if the random generation display results in a win for a player.

14. The gaming device of Claim 13, wherein the modified sound file
10 includes a modification selected from the group consisting of: a change of key, a volume change, a playing time change, a tempo change, a musical style change and any combination thereof.

15. The gaming device of Claim 14, wherein at least two of the key
15 change, the volume change, the playing time change, a musical style change and the tempo change are made sequentially.

16. The gaming device of Claim 14, wherein only the unmodified
20 sound file is played in association with the random generation display if the random generation display does not result in a win for the player.

17. The gaming device of Claim 14, wherein the modified sound file is
a first modified sound file and wherein a second modified sound file is played in
association with part of the random generation display if the random generation
25 display does not result in a win for the player.

18. The gaming device of Claim 17, wherein the first modified sound
file is selected from the group consisting of: a raise in key, a volume increase, a
playing time increase, a tempo increase and any combination thereof, and
30 wherein the second modified sound file is selected from the group consisting of:
a lowering in key, a volume decrease, a playing time decrease, a tempo
decrease and any combination thereof.

19. The gaming device of Claim 14, wherein the random generation display includes a reel spin.

20. A gaming device comprising:
5 a plurality of first random generation displays;
a sound file played in association with each of the first random generation displays;
a second random generation display; and
a modified version of the sound file played in association with the second
10 random generation display if a plurality of the first random generation displays result in positive outcomes for a player.

21. A gaming device comprising:
a plurality of random generation displays;
15 a sound file played in association with at least part of each of the random generation displays; and
a modified version of the sound file played in association with part of each of the random generation displays if a plurality of previous random generation display each result in a win for a player.

20

22. A method of operating a gaming device comprising the steps of:
(a) spinning at least one slot machine reel;
(b) playing a sound file during at last part of the reel spin; and
(c) modifying play of the sound file if the spinning of the slot machine
25 reel results in a positive outcome for the player.

23. The method of Claim 22, wherein the modification is selected from the group consisting of: a change of key, a volume change, a playing time change, a musical style change, a tempo change and any combination thereof.

30

24. The method of Claim 23, wherein at least two of the key change, the volume change, the playing time change, a musical style change, and the tempo change are made sequentially.

25. The method of Claim 22, which includes the step of playing the modified sound file upon a next spinning of the slot machine reel.

26. The method of Claim 22, which includes the step of changing from
5 the sound file to the modified sound during the spinning of the slot machine reel.

27. The method of Claim 22, wherein the step of modifying the sound
file includes modifying the sound file differently if the spinning of the slot
machine reel does not result in a win for the player.
10

28. The method of Claim 27, which includes the step of playing the
differently modified sound file upon a next spinning of the slot machine reel.

29. The method of Claim 27, which includes the step of changing from
15 the sound file to the differently modified sound during the spinning of the slot
machine reel.

30. The method of Claim 22, which includes playing the modified
sound file during a credit roll-up.
20

31. The method of Claim 22, wherein steps (a) to (c) are provided via
a data network.

32. The method of Claim 31, wherein the data network is an internet.
25

33. A method of operating a gaming device comprising:
(a) displaying a randomly generated outcome;
(b) playing a sound file during the display of at least part of the
randomly generated outcome; and
30 (c) modifying play of the sound file if the randomly generated outcome
includes in a positive outcome for the player.

34. The method of Claim 33, wherein the modification is selected from the group consisting of: a change of key, a volume change, a playing time change, a musical style change, a tempo change and any combination thereof.

5 35. The method of Claim 33, wherein at least two of the key change, the volume change, the playing time change, a musical style change, and the tempo change are made sequentially.

36. The method of Claim 33, which includes the step of playing the
10 modified sound file upon a next spinning of the slot machine reel which upon a display of a next randomly generated outcome.

37. The method of Claim 33, which includes the step of changing from the sound file to the modified sound during the spinning of the slot machine reel
15 which displays the randomly generated outcome.

38. The method of Claim 33, wherein the step of modifying the sound file includes modifying the sound file differently if the spinning of the slot machine reel does not result in a win for the player if the display of randomly
20 generated outcome does not include a positive outcome for the player.

39. The method of Claim 38, which includes the step of playing the differently modified sound file upon a next spinning of the slot machine reel upon a display of a next randomly generated outcome.
25

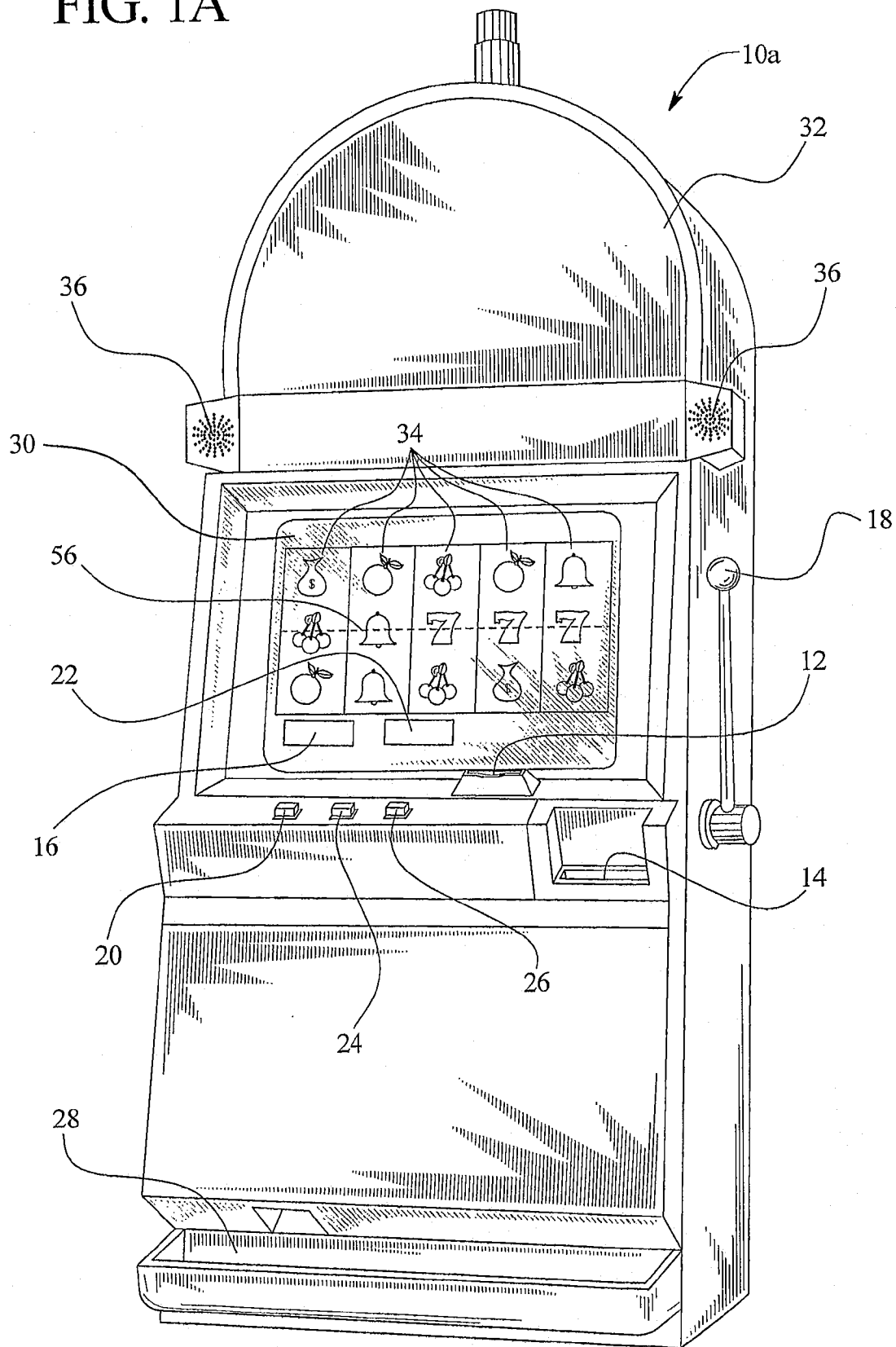
40. The method of Claim 38, which includes the step of changing from the sound file to the differently modified sound during the spinning of the slot machine reel during the display of the randomly generated outcome.

30 41. The method of Claim 33, wherein steps (a) to (c) are provided via a data network.

42. The method of Claim 41, wherein the data-network is an internet.

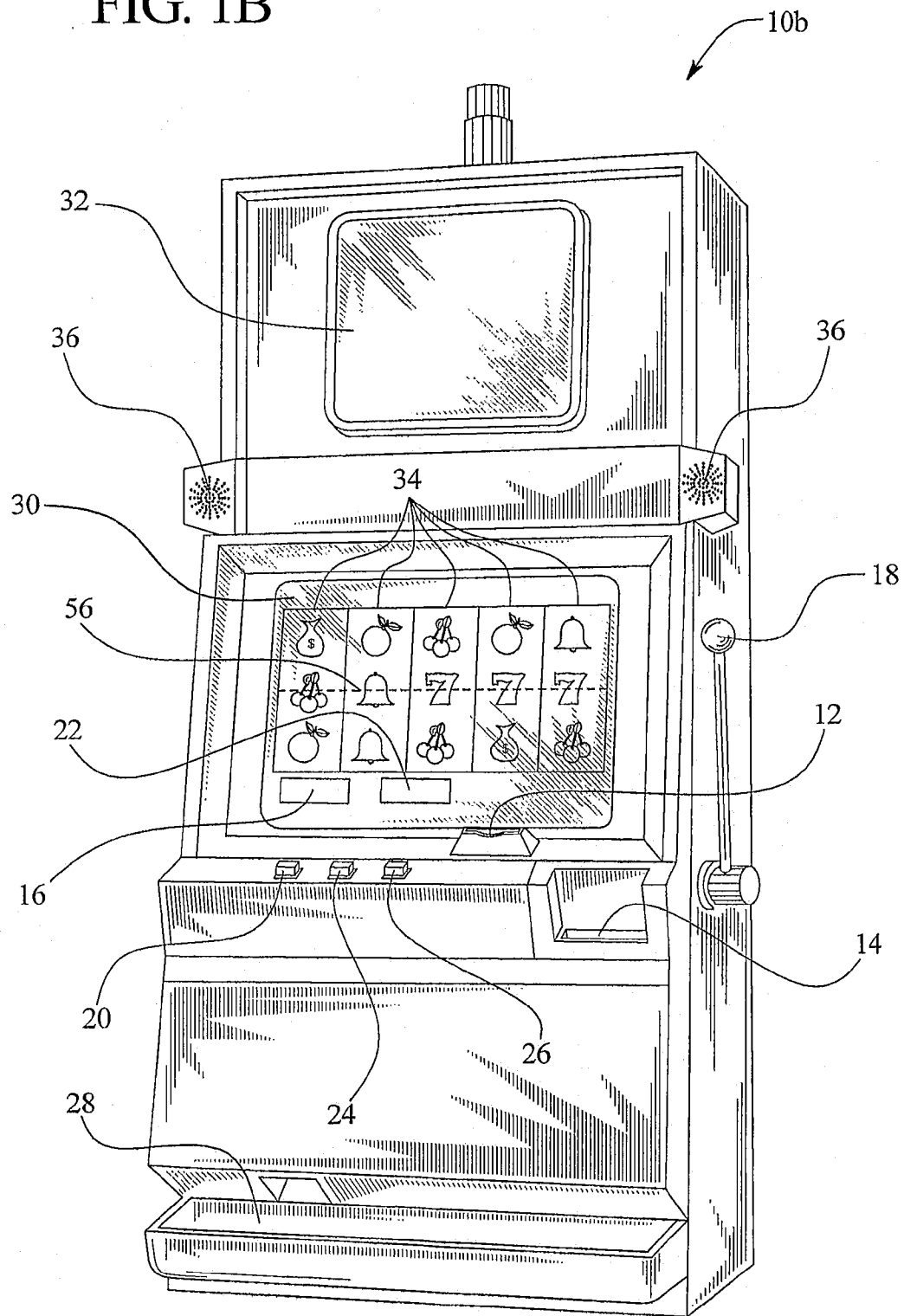
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FIG. 1A



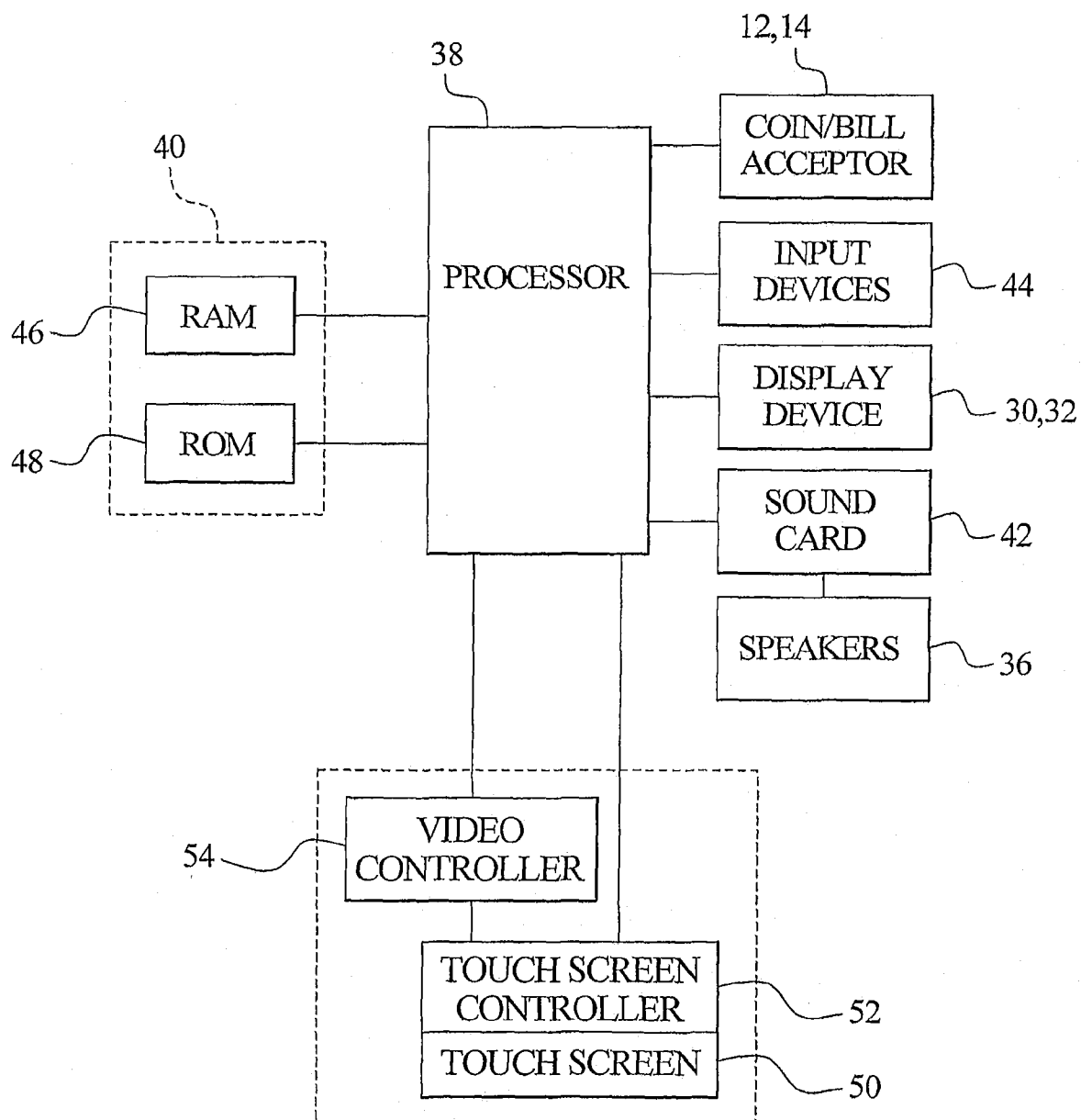
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FIG. 1B



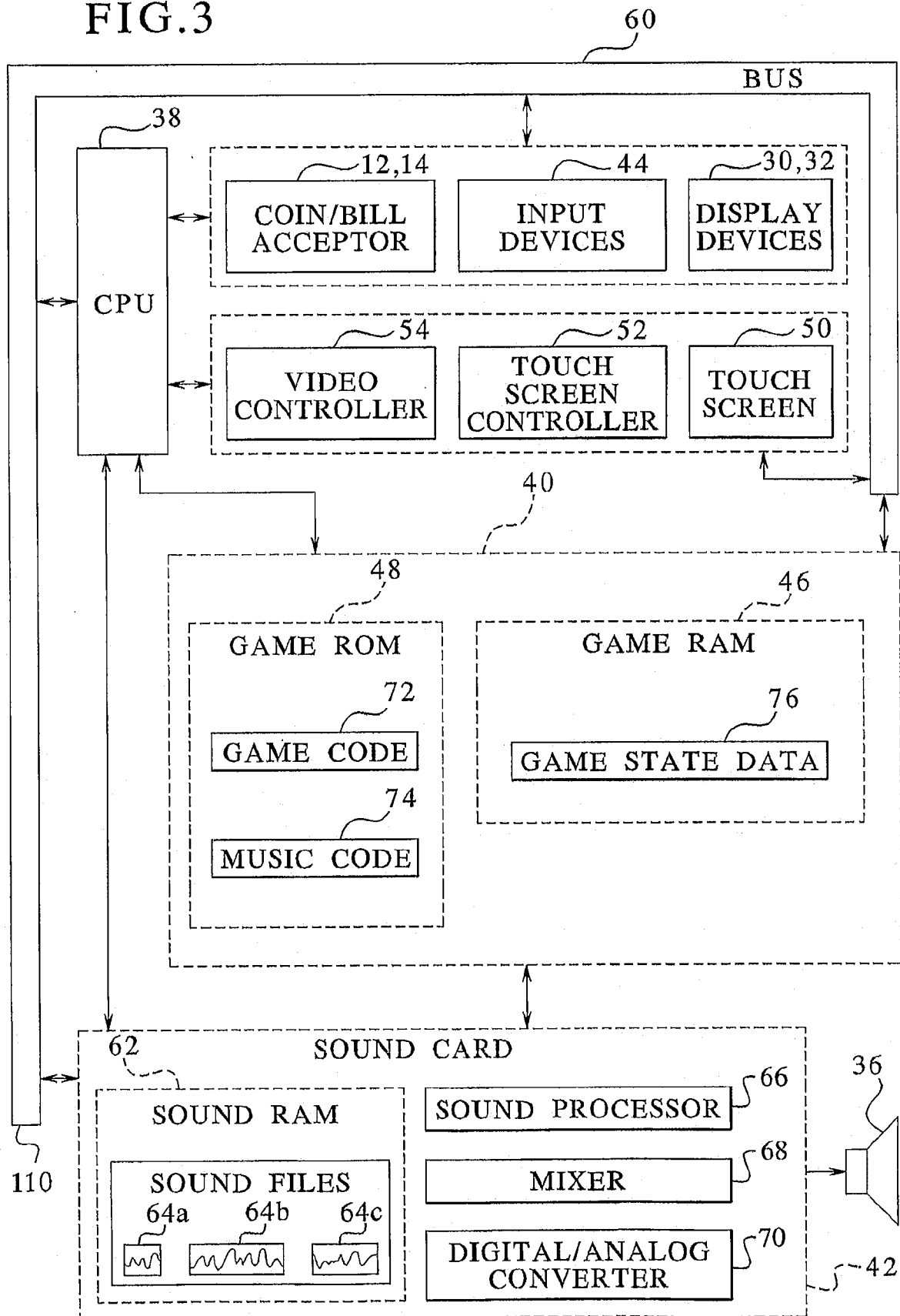
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FIG. 2



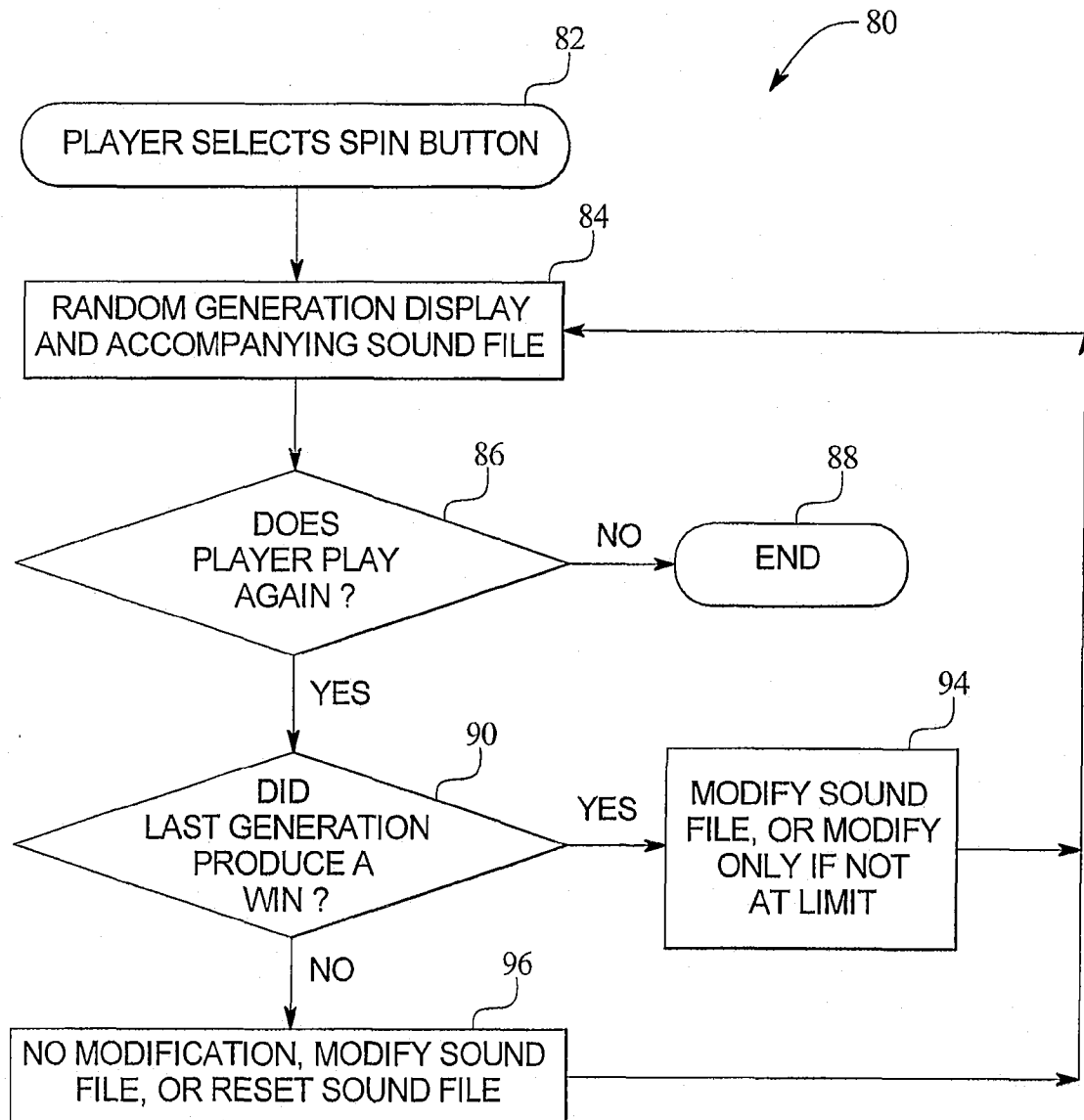
4/6

FIG. 3



5/6

FIG. 4



6/6

FIG. 5

